

2008 USSSA TOURNAMENT RULES SAND SPRINGS YOUTH BASEBALL

BALLPARK # - 246-2569

RAIN OUT # - 246-2569

Website – <http://www.ssyouthbaseball.com>

Tournament Director(s)

Greg Cordell – 691-5312

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RAIN OUT REFUND POLICY:

1. No Games played – Full Refund
2. 1st Game Started – ½ Refund
3. 2nd Game Started – **NONE**

Tournament Director(s) have the right to amend any or all rules as needed at any time.

Playing rules not specifically covered shall follow the Official Major League Baseball Rules as published by the Sporting News.

EQUIPMENT

- A. All players must be fully uniformed, which includes the following: Pants, sox, cap, and team shirts with numbers that are non-duplicating at least three inches in height.
- B. Managers and coaches must wear a baseball cap with team insignia and will be properly dressed (coaches may wear coaches' shorts).
- C. While in the field, as a defensive player, caps must be worn.
- D. Metal spikes are prohibited in age divisions 12 and below
- E. All bat boys/girls must wear a double-ear batting helmet when outside the dugout.
- F. The catcher must wear all appropriate protective gear: mask, chest protector, shin guards, protective cup, catcher's helmet and throat guard.
- G. Age divisions 12 and below: The catcher must wear a protective helmet that fully covers both ears.

TOURNAMENT RULES

- A. Age Divisions 5 through 12 shall play 6 inning games, Ages 13 & 14 will play 7 inning games.
- B. Ages 8 & Below will play with the 7 run limit per ½ inning.
- C. No Ties for any and all games during tournament play.
- D. A team may continue a game with one less player than it started with, whenever a player leaves the game for any reason other than ejection.
 1. If the player leaving the game is a runner, he shall be declared out.
 2. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat.
 3. The player who has left the game cannot return to the lineup, except for Communicable Disease Procedure Reasons.

Age Group	Time Limit	Total Innings
T-Ball	1:30 Hrs.	6 Innings
8 & Under	1:30 Hrs.	6 Innings
10 & Under	1:30 Hrs.	6 Innings
12& Under	1:30 Hrs.	6 Innings
14& Under	1:30 Hrs.	7 Innings

No Time Limit in Championship Game

RUN RULE – 6 Inning Games		
Length of Game	Run Differential	Start Inning
6 Innings	15	3 rd Inning
6 Innings	8	4 th Inning

20 Run Mercy Rule applies in all ages at any time

RUN RULE – 7 Inning Games		
Length of Game	Run Differential	Start Inning
7 Innings	15	3 rd Inning
7 Innings	12	4 th Inning
7 Innings	8	5 th Inning

NOTE: In enforcing these rules, the home team shall not bat if the run requirement is met prior to the bottom half of the listed inning.

E. Whenever a tag play is evident, runners must slide or seek to avoid contact with the fielder. Malicious contact shall supersede all obstruction penalties.

Penalty: Runner shall be declared out and may be ejected at the umpire's discretion.

Note: When enforcing this rule, the umpire should judge the runner's intent. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and/or malicious, then the runner should be declared out and ejected.

F. At any time, the team at bat may use a courtesy runner for the current pitcher and catcher. The courtesy runner must be someone not presently in the lineup and may appear as an offensive player one time per inning. The re-entry status of the courtesy runner, pitcher, and catcher, shall not be affected by this rule. If a courtesy runner is determined to be ineligible, a proper replacement (if available) will be substituted.

G. In age divisions 12 & under and younger, an intentional walk may take place by announcement from the catcher or pitcher.

H. In all age divisions starting players may re-enter once, but must re-enter in their original position in the batting order. Non-starters are not allowed to re-enter. When a starter re-enters, the player in the starter's batting order must be taken out of the game and is ineligible for the remainder of the game.

I. In all age divisions, an Extra Hitter (EH) will be allowed. This will give a team a 10-player line-up that must be declared before the start of the game and used the remainder of the game. The player in the EH position, while not actually playing a defensive position, will be treated as though they are for substitution purposes. The re-entry rule applies for the EH.

A.R.- Baker is the EH and batting 2nd. Charles is the catcher and batting 3rd. Baker can become the catcher and Charles the EH. Both players would remain in their original batting order.

A.R.2. – All players can move freely in defensive positions – the EH is considered a defensive position.

J. Tie Breaker (pool play results ONLY, not individual games)

1. Head to Head
2. Runs Allowed
3. Run Differential (max +/- 8 runs per game)
4. USSSA Point System
5. Coin Flip

PITCHING

The end of the day for this pitching limitation rule is the time of day or night when the ballpark is shutdown and the teams go home for the night break. Games that, either because of rain delay or otherwise, extend past midnight or start late at night past midnight and before the teams take the night break, will still count as though they are on the previous day's play. If the game continues after the night break (the next day), that part of the game will count as though it was the following day.

LIMITATIONS

1. Column A represents the number of innings a player can throw in 1 day and still pitch the next day.
2. For purposes of this rule in the columns listed, a pitcher is in violation of this rule if he makes any appearance above the pitching limits.
3. For all cumulative totals in this rule, one out equals one-third of an inning, two outs equal two-thirds of an inning and three outs equal a full inning.
4. In age divisions 12 and below, a player that pitches two consecutive days must rest the third day regardless of the number of innings pitched.
5. Exceeding the maximum innings allowed in the case of a double or triple play will not be counted against the pitcher.
6. It is the responsibility of each team's manager to challenge pitching violations by notifying the umpire and then the Tournament Director.
7. Any innings pitched, or outs recorded, during a game that is forfeited shall count towards all pitchers' allotted innings.

PENALTY: Any violation of pitching limitations shall result in immediate forfeiture of the game.

TRIPS TO THE MOUND

When a team is charged with its second trip to the mound, in the same inning, to the same pitcher, the pitcher must be removed from the pitching position for the remainder of the game. The pitcher may be moved to another defensive position.

Any pitcher removed from the pitching position at anytime may not return to the pitching position for the remainder of the game.

PITCHING CHART

Column A – The number in this column represents the most innings a pitcher can pitch in 1 day and still pitch the next day.

Example: In the 10&under age division, a pitcher may throw up to 4 innings in 1 day and throw again the next day. But if that pitcher throws 4 1/3 innings or more in 1 day, he cannot pitch the next day.

Column B – The number in this column represents the most innings a pitcher can pitch in 1 day.

Example: In the 10&under age division, a pitcher may throw a maximum of 6 innings in 1 day. The pitcher would not be allowed to pitch the next day.

Column C – The number in this column represents the most innings a pitcher can pitch in 2 consecutive days.

Example: In the 10&under age division, a pitcher may throw a maximum of 8 innings in 2 consecutive days. This is to be interpreted as a pitcher would be able to throw any combination of innings that equal 8 as long as the first day does not equal more than 4 innings due to column A requirements.

PITCHING CHART			
Division	A	B	C
8&Under	3	4	6
10&Under	4	6	8
12&Under	4	6	9
14&Under	5	7	11

NOTE: It is important to remember that in age divisions 12 and below, pitchers that pitch 2 consecutive days must rest the third day – regardless of innings pitched (see LIMITATIONS).

COACH-PITCH, AND T-BALL

- A. Fair Ball Arc – There will be a 20-foot arc drawn from 1st baseline to 3rd baseline in front of home plate. A ball must go past this line to be fair.
- B. A base runner is out for leaving the base before the ball is hit or reaches home plate. Stealing is not allowed.
- C. 10 players will play in the field with 4 outfielders. The 4th outfielder may not be allowed to assume an infield position. All outfielders must stay behind the baseline.
- D. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted as the last batter. All players on the roster shall bat before returning to the top of the order.
- E. A maximum of 7 runs per inning or 3 outs. Including the last inning.
- F. Free substitution on defense. Batting order must remain the same.
- G. No bunting
- H. Defensive coaches are not allowed on the field of play and must coach near the dugout.
- I. Umpires will call “time” after every play and declare the ball dead. “Time” should be called as soon as the lead runner is not attempting to advance. “Time” does not have to be called by the participants.
- J. A player can only be intentionally walked one time per game.
- K. Infield fly rules do not apply.

COACH PITCH ONLY

1. Pitching Circle – Shall be 10 feet in diameter.
2. A batter shall receive a maximum of Six (6) pitches or three (3) swinging strikes. NO extra pitches on foul balls.
3. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. If this happens, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch and play over. 1st offense-warning, 2nd offense removal from pitching position.
4. Courtesy runner for catcher only (Optional). Must be the player that made the last out. If no outs have been recorded the courtesy will be the previous batter not on base.
5. When a batted ball hits the Pitching Coach, the following rules shall apply:
 - i. If in the umpire’s judgment, the coach did not make a legitimate attempt to get out of the way, then the batter is declared out. No runners shall advance.
 - ii. If in the umpire’s judgment, the coach did make a legitimate attempt to get out of the way, then the ball becomes dead and a no pitch is declared.
6. The pitching coach cannot coach while in the pitching position, either verbally or physically. Once the ball has been hit, must position himself as not to be an obstruction to the defensive team on any possible play. If a coach violates this rule after the ball is pitched, then obstruction will be called. If a coach violates this rule before the ball is pitched: 1st offense-warning, 2nd offense replacement and cannot return to pitching.

T-BALL ONLY

1. A full-use catcher's helmet and mask is the only catcher's gear required.
2. A batter is allowed five (5) swings to put the ball in play or is declared out.
3. 8 1/2" baseball will be used.

Sportsmanship

- A. All players and coaches will be expected to behave in a sportsmanlike manner at all times.
- B. Any player, coach, or parent/fan, whose conduct is unbecoming or abusive will, at minimum, be warned and may be removed from the playing field and/or stands at the discretion of the tournament officials and/or umpires.
- C. Foul or abusive language will not be tolerated under any circumstances
- D. Cursing or throwing equipment will be an automatic ejection.
- E. A team may be forced to forfeit and/or be removed from the tournament, if necessary.

Coach or Player Ejections

- A. If a coach is ejected from a game, they must sit out the remainder of that game and at least the following game. Additional penalties may be assessed as deemed by the Tournament Director.
- B. A player ejected must sit out the remainder of that game.
- C. Anyone ejected may be asked to leave the park at the discretion of the Tournament Director.
- D. As these rules indicate, the matter of disorderly conduct will be taken seriously. The tournaments your team will be participating in will include some of the finest baseball teams in the world. The level of competition will be high and at times fierce. Because of this, please remind your team and parents to be extra aware of good sportsmanship.

Protests

- A. Umpires will work to settle all problems on the field. Protests will be allowed for age and pitching violations or rule interpretations only. Protests must be declared to the Umpire-in-Chief and then to the Tournament Director(s) before the next pitch following the dispute. No protest will be allowed following the game. Tournament Director(s) and Head Umpire will rule on all protests and their decision will be final.
- B. Protest fee is \$100.00 cash. The fee shall be returned only if the protest is upheld.

Umpires

- A. All tournaments and leagues played under the jurisdiction and administration of the USSSA Baseball program shall utilize only umpires who are registered with the Association.

Items Not Specifically Covered

- A. Team and player eligibility and other rules not specifically covered in these rules shall be referred to the Tournament Director(s).

In the case of inclement weather, Tournament Director may change tournament format accordingly.